KONAMI

GAME BOY ADVANCE

SHONEN JUMP'S

Yu-Gi-Oh!

World Championship Tournament 2004

INSTRUCTION BOOKLET

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

CONTENTS

GAME CONTROLS

The following figure illustrates the basic game controls. Refer to pages that outline specific game controls for more details.

L Button

● Remove cards from a Deck on the Customize Deck Screen.

R Button

● Add cards to a Deck on the Customize Deck Screen.

Control Pad

● Move the cursor to select menus, commands and cards.

A Button

● Select menus, commands or cards and display continuing messages.

SELECT

● Change Decks on the Customize Deck Screen.

B Button

● Cancel commands and return to previous screens.
● Shift phases during a duel.

STARTING A GAME

Insert the Game Pak into the Game Boy® Advance and turn the power ON. Select "New Game" the first time you play or when you want to play a new game from the beginning. Select "Continue" to continue playing from where you stopped playing a previous game. On the Title Screen, press LEFT/RIGHT on the Control Pad to select a menu item and then press the A Button to enter your selection.

Selecting a Language

The Language Selection Screen is displayed the first time you play. Use the Control Pad to select a language from the menu and then press the A Button to enter your selection.

NEW GAME

Start a new game from the beginning. You are given 3 different Decks at the start of the game. You can customize these Decks on the Edit Deck Screen.

Got Basic Deck!

❗ Initializing Data

The screen shown at the right is displayed if you have data saved from a previous game and select "New Game". If you press START at this screen, the game will erase all of your previous data and you will have to play from the beginning. To keep your saved data, press the B Button. You will be returned to the Title Screen.

=== CAUTION ===

Are you sure you want to delete all saved data from this Game Pak? Press START to delete all data and begin a new game, or press the B-Button to go back to the previous screen.

CONTINUE

Continue playing a previous game.

Save/Load

The game system automatically saves and loads your game status. As you play, the system constantly updates your saved data. When you turn the power ON, your saved data is automatically loaded, so you can continue playing where you last left the game.

The Main Menu Screen is displayed after the game introduction when you select "New Game", or immediately after selecting "Continue". You can move to other game screens from this menu.

The Main Menu Screen is the basic game screen. From here you can move to the "Campaign", "Edit Deck", "Link Duel" and "Options" screens.

MAIN MENU SCREEN

■ Campaign

Use this to duel with a computer-controlled opponent.
Select the game character you want to challenge.

■ Edit Deck

Use this to customize your 3 different Decks.

■ Link Duel
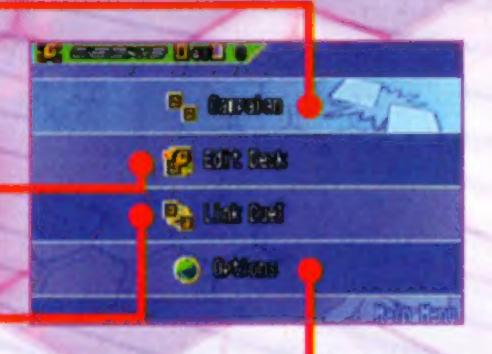
Use this to duel with friends in a head-to-head game.

■ Options

Use this to trade cards or select the game language.
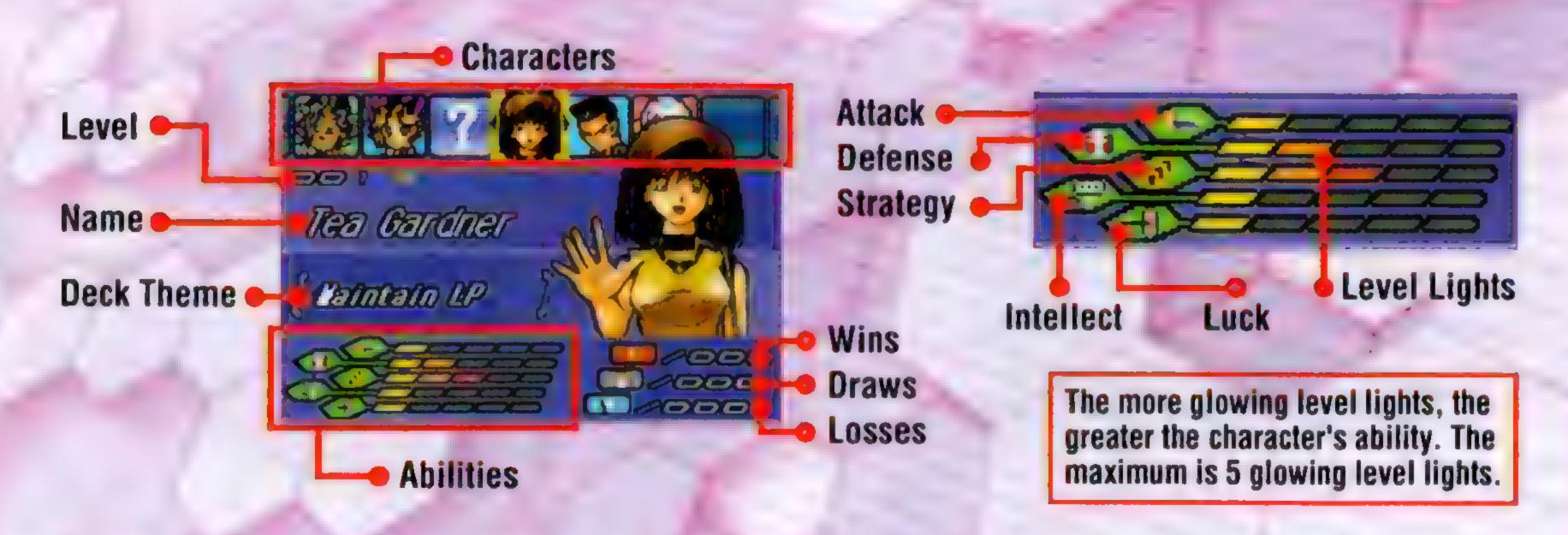
■ Switch Decks

Press SELECT on the Main Menu Screen to switch between your 3 different Decks. To see which Deck you're currently using, check the Deck color shown in the upper left corner of the screen. DECK 1 is red, DECK 2 is blue and DECK 3 is green.

CAMPAIGN

Duel with a computer-controlled opponent of your choice. As you win duels, more opponent characters become available for selection. Try to beat them all!

Characters

Level

Name

Tea Gardner

Deck Theme

Maintain LP

Abilities

Attack

Defense

Strategy

Intellect   Luck

Level Lights

Wins

Draws

Losses

The more glowing level lights, the greater the character's ability. The maximum is 5 glowing level lights.

Selecting a Character

Use the Control Pad to select the character you want to duel and press the A Button to enter your selection. Select [?] on the character list to have the game select a character randomly.

EDIT DECK

Customize any of the 3 different Decks in your possession. Decks must contain between 40 and 60 cards. Decks with more than 60 cards cannot be used in duels.

◙ Edit Deck Screen

Deck Info Area

Card Class

Cursor

Card Icons

Card Info Area

Use the Control Pad to select a Card Class and press the A Button to enter your selection. Only cards belonging to the Card Class you selected are displayed in the Card Info Area. Press SELECT anywhere on the Deck Info Area to switch between Decks. You can customize a total of 3 different Decks.

When Card Info Area is selected

When Deck Info Area is selected

Number of cards in the currently selected Deck

The number displayed below the Card Class shows the quantity of that class of card in the selected Deck.

▶ Adding Cards to a Deck

Cards belonging to the selected Card Class are displayed in the Card Info Area. Press the R Button to add a card to the Deck. The card icon is displayed when the card is added to the Deck. Each Deck can have a maximum of 3 copies of the same card.

Creating a Deck ➔ P.30 "Creating Decks"

▶ Removing Cards from a Deck

Press the L Button to remove a card from the Deck. The card icon disappears indicating that the card has been removed from the Deck.

Number of Cards in the Deck   Number of Cards
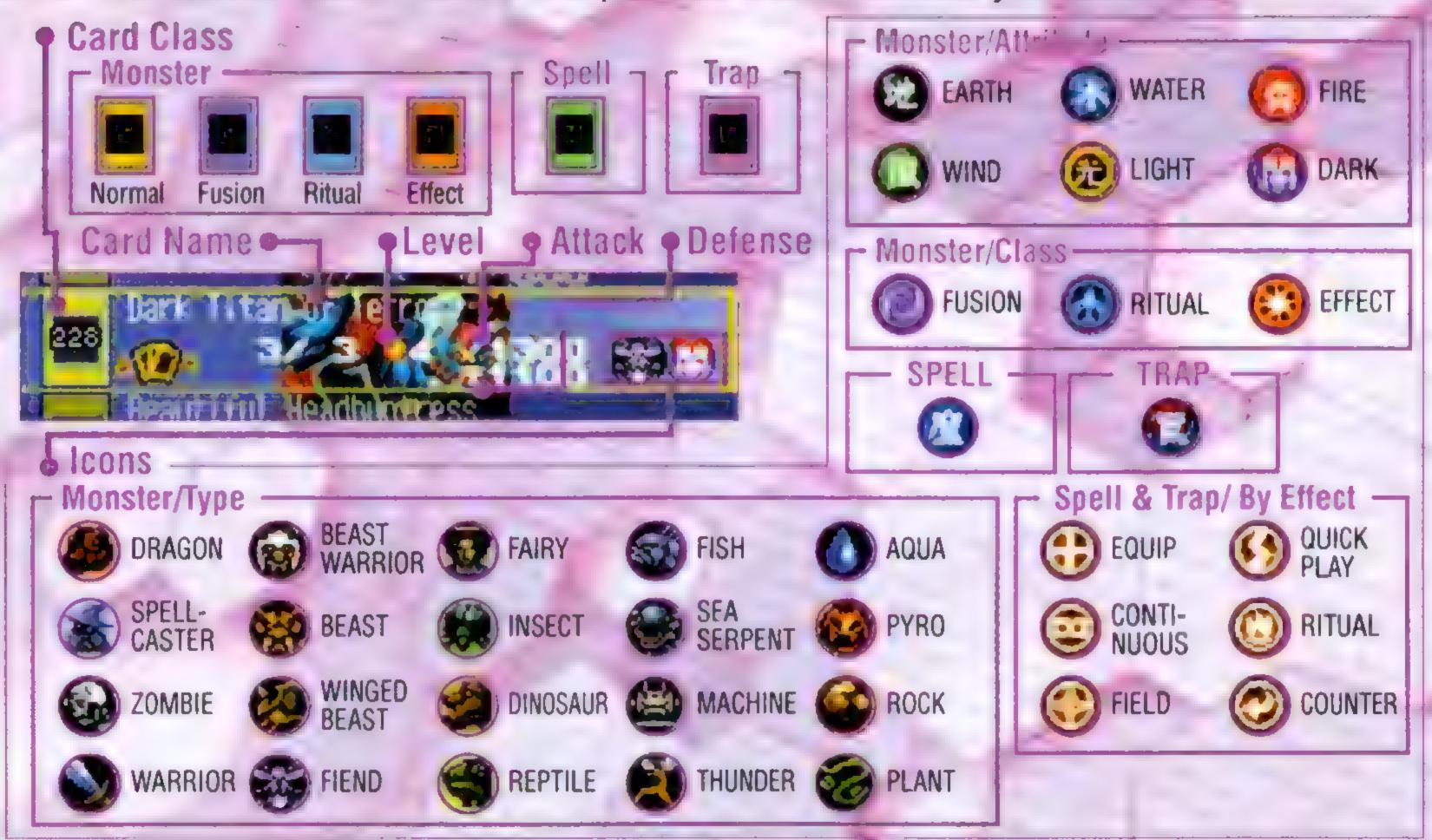
Before Cards have been added to the Deck

After Cards have been added to the Deck

▶ Command Icons

Press the A Button in the Card Info Area on the Customize Deck Screen to display the Command Icons. Select a menu with the Control Pad and then press the A Button to enter your selection.

Card Class

Monster

Normal	Fusion	Ritual	Effect

Spell

Trap

Monster/Attribute

EARTH	WATER	FIRE
WIND	LIGHT	DARK

Card Name — **Level** — **Attack** — **Defense**

228 Dark Titan...

Beautiful Headhuntress

Monster/Class

FUSION	RITUAL	EFFECT

SPELL

TRAP

▶ Icons

Monster/Type

DRAGON	BEAST WARRIOR	FAIRY	FISH	AQUA
SPELL-CASTER	BEAST	INSECT	SEA SERPENT	PYRO
ZOMBIE	WINGED BEAST	DINOSAUR	MACHINE	ROCK
WARRIOR	FIEND	REPTILE	THUNDER	PLANT

Spell & Trap/ By Effect

EQUIP	QUICK PLAY
CONTI-NUOUS	RITUAL
FIELD	COUNTER

▶ **Command Icons**

Press the A Button in the Card Info Area on the Customize Deck Screen to display the Command Icons. Select a menu with the Control Pad and then press the A Button to enter your selection.

Command Icons
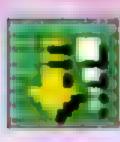
Detail
View detailed information about the selected card.

Sort
Search for and sort selected cards by class.
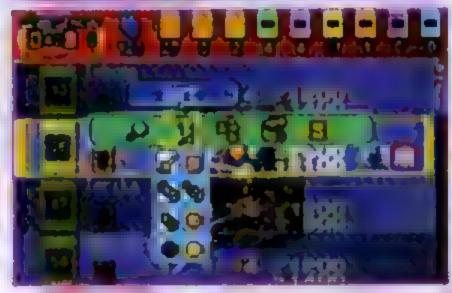
Attack   Card Name   Attribute   Category

Defense   Card Number   Type   Level

Copy

Copy the contents of the selected Deck to another Deck.

Clear

Clear the contents of the selected Deck so that the Deck is empty.

Change

Change the Deck you are currently customizing.

Press the B Button to return to the Customize Deck Screen.

▶ **Deck Info**

This section covers the information in the Deck Info Area.
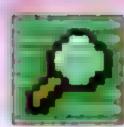
Deck Type

Number of Cards in the Trunk

Decks can also be identified by color.

DECK 1 (Red)

DECK 2 (Blue)

DECK 3 (Green)

Level 7+ Monster Cards
Level 5-6 Monster Cards
Level 1-4 Monster Cards
Number of Fusion Monster Cards in the Deck
Number of non-Fusion Monster Cards in the Deck

Viewing Card Classes → P.40 "Card Classes"

LINK DUEL

You can play against friends by linking 2 Game Boy® Advance systems with a Game Boy® Advance Game Link® Cable. Unlike games against the computer, winners do not receive card packs.

① Link the Game Boy® Advance systems and turn the power ON to start the game. Select "Link Duel" from the Main Menu and press the A Button.
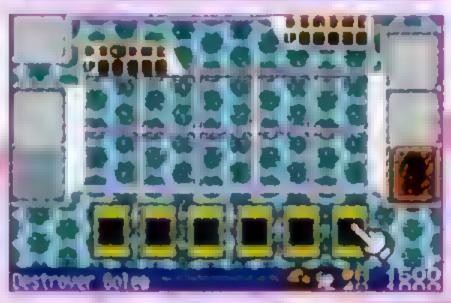
② The Attack Order Selection Screen is displayed only for Player 1. Press UP/DOWN on the Control Pad to select the attack order and then press the A Button to enter the selection.

③ 5 cards are automatically drawn from your Deck into your Hand and the Duel begins.

Linking the Game Boy® Advance Game Link® Cable
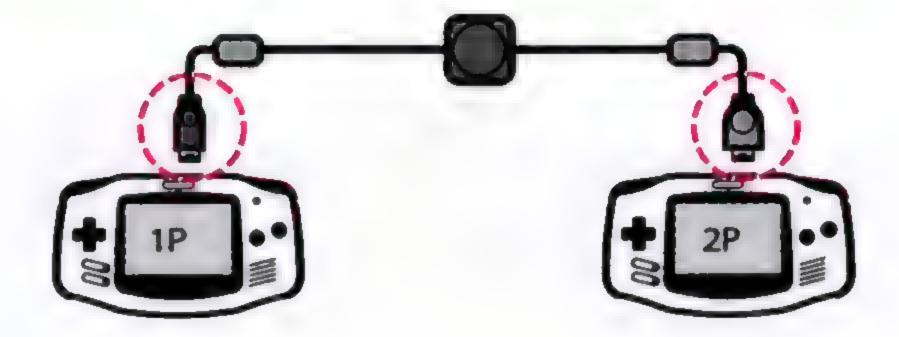
Follow the instructions below to link two Game Boy® Advance systems with the Game Boy® Advance Game Link® Cable.

▶ **What You'll Need**

● Game Boy® Advance or Game Boy® Advance SP system 2
● "Yu-Gi-Oh! World Championship Tournament 2004" Game Pak 2
● Game Boy® Advance Game Link® Cable 1

▶ **Linking the Game Boy® Advance Systems**

1. Make sure that the power is OFF on both systems and insert a Game Pak into each Game Boy® Advance system.
2. Link the Game Link® Cable into the External Extension Connector (EXT) on the top of the Game Boy® Advance systems.
3. Slide the power switch on each system to ON.
4. Refer to pages 15 and 18 for directions available after completing the steps above.

* The system with the smaller connector plug is identified as Player 1.

▶ Notes about Link Duels

Trouble with Link Duels may be caused by any of the following:

- Systems are connected with something other than the Game Boy® Advance Game Link® Cable.
- Game Boy® Advance Game Link® Cable is not inserted completely into the connector.
- Game Boy® Advance Game Link® Cable is disconnected during play.
- Game Boy® Advance Game Link® Cable is connected to the Connection Box.
- 3 or more systems are connected.

OPTIONS

■ Card Trade

If you link 2 Game Boy® Advance systems using the Game Boy® Advance Game Link® Cable, you and a friend can trade cards. Each player selects one card for trade.

> Notes on linking systems and Link Duels → P.16 "Linking the Game Boy® Advance Game Link® Cable"

❶ Link the Game Boy® Advance systems and turn the power ON to start the game. Select "Card Trade" from the Options Menu and press the A Button.

❷ When the Trade Screen is displayed, select "Select a Card" and press the A Button.

③ Select a card after the Trunk Screen appears. Move the cursor to a card with the Control Pad and press the A Button to display the Command Icons. Use the "Detail" command to view the card data. Use the "Sort" command to sort the cards by Attack, Card Name or other criteria. When you have decided on a card, select "OK" to enter your selection and return to the Trade Screen. To select a different card, press the B Button.

④ When both players have selected a card, select "Start Trade" and press the A Button. The selected cards are traded.

⑤ Traded cards are displayed if the trade completes successfully.

Note about Trades

Players cannot trade cards that are part of a Deck. Only cards in the Trunk may be traded.

Language Selection

Select "Language Selection" and press the A Button to display the Language Selection Screen. The language of the game messages and text can be changed to one of 6 available languages (however some of the text used in the game is only available in English). Select a language with the Control Pad and press the A Button to enter your selection. Press the B Button to return to the Options Screen without selecting a language.

DUELS

The following section outlines the Duel Screen and the Duel controls. Duel rules are based on the "Yu-Gi-Oh! TRADING CARD GAME".
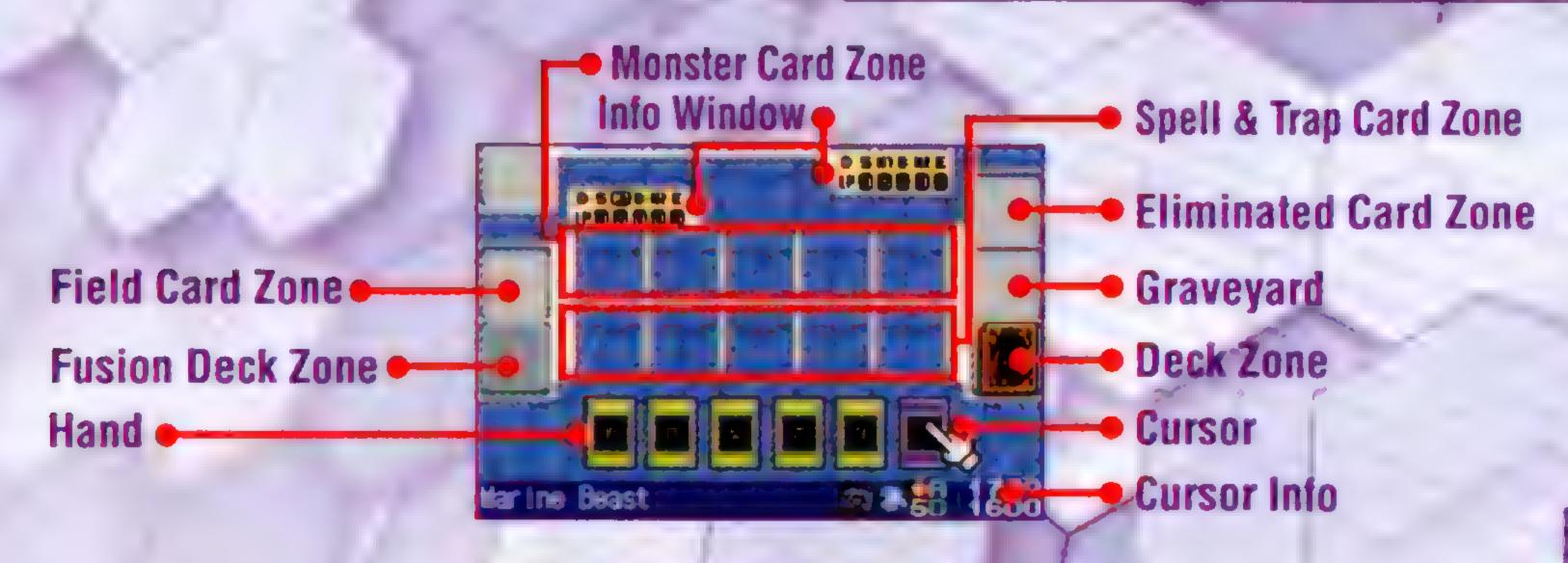
DUEL SCREEN

Duel Screen

Using the Control Pad, move the cursor over an item on the screen to display information about that item at the bottom of the screen. Move the cursor over a card and press the A Button to display the Command Icons. Move the cursor over the Graveyard, Fusion Deck, or other zone and press the A Button to display a list of the cards there.

Monster Card Zone
Info Window

Spell & Trap Card Zone

Eliminated Card Zone

Graveyard

Field Card Zone

Deck Zone

Fusion Deck Zone

Hand

Cursor

Cursor Info

Marine Beast

▶ Command Icons

Different commands are displayed depending on which zone the cursor is over, card status, and duel conditions. Press LEFT/RIGHT on the Control Pad to select a Command Icon and press the A Button to execute the command. Press the B Button to return to card selection.

Card View

Card View
View detailed data about a card or detailed information about the item beneath the cursor.

Summon
Take a Monster Card from your Hand and place it on the field in the face-up Attack position.

Activate
Activate the effects of Effect Monster and Spell/Trap Cards.

Set
Take a Monster Card from your Hand and place it on the field in the face-down Defense position, or take a Spell/Trap Card from your Hand and place it in the face-down position.

Flip Summon
Flip a Monster Card that is in the face-down Defense position on the field to the face-up Attack position.

Atk Pos.
Change a Monster on the field from Defense position to Attack position.

Def Pos.

Change a Monster on the field from Attack position to Defense position.

Fusion

Perform a fusion while "Fusion Gate" is activated.

Attack

Command a Monster on the field in Attack position to attack.
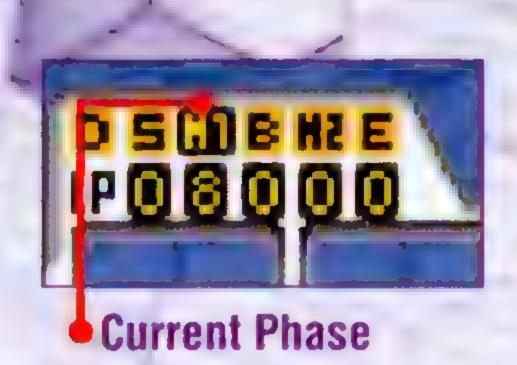
Surrender

Surrender and forfeit the duel.

▶ Info Window

This window displays player LP (Life Points) and the current phase. The window in the upper left of the screen shows your information and the one in the upper right shows that of your opponent. The current phase is colored black.

Current Phase

◆ **Phase Display** ◆

D : Draw Phase	S : Standby Phase	M1 : Main Phase 1
B : Battle Phase	M2 : Main Phase 2	E : End Phase

■ Displaying Card Lists

▶ Graveyard - Eliminated Card Zone - Fusion Deck

Move the cursor over the Graveyard or the Eliminated Card Zone and press the A Button to display a list of the cards there. Select a card in the list with the cursor and press the A Button to display the Command Icons. Use the Command Icons to view card details or sort the cards in the list. Use "Exit" to return to the field. If there is a card that you can select, use "Decide" to select the card.

▶ Special Summon Monster List

When performing a Special Summon, either with Spell/Trap Cards such as "Monster Reborn" and "Premature Burial" or with the effect of an Effect Monster, a list of Monster Cards for the Special Summon is displayed. This list uses the same controls as other card lists. Select the card you want to summon, then select the "Decide" command and press the A Button to summon the Monster.

The icon displayed at the upper right of the List Screen shows the Card Status.
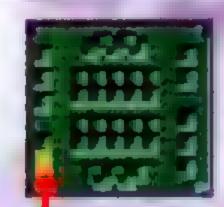
Card cannot be returned to the field with effects such as "Monster Reborn"	Card that is Fusion-Material	Card that is the target of "Lightforce Sword"

The diagram to the side shows the field and the position of the cards.

The positions of selected cards are highlighted in yellow.

■ Surrender

You may decide to surrender in the middle of a duel. When you forfeit a duel, it counts as a loss. Move the cursor over the Deck and press the A Button to display the "Surrender" icon. Press the A Button again to display a confirmation message. Select "Yes" and press the A Button to surrender the duel. You can only surrender during 1P games. The "Surrender" command is not available in Head-to-Head Link Duels.

DUEL PLAY

This section outlines the flow of duel play and the duel controls.

■ Duel Flow

❶ Draw Phase

One card is automatically added to your Hand.

❷ Standby Phase

If there are any activated Spell Cards or cards with effects in play on the field that require you to take action during this phase, follow the on-screen instructions for those cards.

❸ Main Phase 1

Set or summon Monster and Spell/Trap Cards on the field. To give orders to your cards, move the cursor over the card and press the A Button to display the Command Icons. Follow the on-screen instructions that are displayed when activating Spells and Effects or when summoning high level Monsters. Press the B Button to display the Phase End Menu. Select a command and press the A Button to execute.

❹ Battle Phase

Move the cursor over a Monster and press the A Button to display the "Attack" Icon. Press the A Button again to order the Monster to attack. Designate one of your opponent's Monsters as your attack target with the cursor and press the A Button again to execute the attack. Press the B Button to display the Phase End Menu. Select a command and press the A Button to execute.

⑤ Main Phase 2

Set or play Spell/Trap Cards on the field. If you did not summon a Monster during Main Phase 1, you can also summon a Monster. The controls are identical to those in Main Phase 1 outlined in step 3. Press the B Button to display the Phase End Menu. You may also decide to end your turn.

⑥ End Phase

After completing all actions for Main Phase 1, Main Phase 2 and the Battle Phase, press the B Button to display the Phase End Menu and end your turn.

Players repeat steps 1-6 in alternating turns until a winner is declared and the duel ends.

■ Special Controls

▶ Fusion with "Fusion Gate"

It is possible to place a Fusion Monster Card on the field without using the Spell Card "Polymerization" when the Field Spell Card "Fusion Gate" is activated. The following steps explain how to perform this type of fusion. Move the cursor over the Field Spell Card and press the A Button to display the "Fusion" Icon. Select the icon and press the A Button. Follow the normal procedure for performing fusion to complete the process.

HOW TO DUEL

Game play and rules are based on the "Yu-Gi-Oh! TRADING CARD GAME".

DUEL BASICS

◼ Cards

The game contains over 1000 different cards. These cards can be separated into 3 main categories based on their usage.

Monster Cards

Monster Cards are used to attack your opponent. There are some extremely powerful cards that must be summoned in a special way and some that have special effects.

Spell Cards

Spell Cards have many various effects such as strengthening monster abilities and changing the field terrain. Use of these cards strongly affects the outcome of a duel.

Trap Cards

Set Trap Cards on the field to use them. They are activated in response to an opponent's monster attack or spell and they neutralize the effects of the attack or spell.

◼ Duel Field

The Duel Field is where you and your opponent set and throw away cards during a duel. Each duelist has a field like the one shown in the figure below. The two fields are positioned opposite one another. Cards can be placed in the following areas on the field.

FIELD CARD ZONE
Field Spell Cards are placed here.

MONSTER CARD ZONE
Monster Cards are placed here.

FUSION DECK ZONE
Fusion Monster Card deck is placed here.

SPELL & TRAP CARD ZONE
Spell/Trap Cards are placed here.

ELIMINATED CARD ZONE
Cards eliminated during a duel are placed here.

GRAVEYARD
Cards that have been destroyed are placed here.

DECK ZONE
Your Main Deck is placed here. 1 card can be drawn from this deck during the Draw Phase.

HAND
Cards in your hand are placed here. These can be set on the field.

CARD BATTLES

Each card battle against an opponent in which a win, loss or draw is declared is referred to as a Duel.

CREATING DECKS

① The cards you use in a Duel are called the Deck. In this game, a Deck must contain at least 40 but no more than 60 non-Fusion Monster Cards. The Fusion Deck can consist of no more than 20 Fusion Monster cards.
* You can duel without a Fusion Deck.

② Cards that are not in a Deck are stored in the Trunk. Move cards to and from the Trunk to create a Deck.

③ You cannot have more than 3 copies of the same card in a Deck. You can only have 1 copy of Limited Cards and 2 copies of Semi-Limited Cards in your Deck at any time.

Limited Cards

- Delinquent Duo
- Painful Choice
- Pot of Greed
- Card Destruction
- Premature Burial
- Mage Power
- Graceful Charity
- Yata-Garasu
- Cyber Jar
- Right Leg of the Forbidden One
- Left Arm of the Forbidden One
- Imperial Order
- Ring of Destruction
- Sangan
- Mirage of Nightmare

- Confiscation
- The Forceful Sentry
- Change of Heart
- Upstart Goblin
- Swords of Revealing Light
- Limiter Removal
- Exiled Force
- Raigeki
- Jinzo
- Left Leg of the Forbidden One
- Exodia the Forbidden One
- Mirror Force
- Magic Cylinder
- Sinister Serpent

- Heavy Storm
- Snatch Steal
- Monster Reborn
- Harpie's Feather Duster
- Dark Hole
- United We Stand
- Reckless Greed
- Witch of the Black Forest
- Slate Warrior
- Right Arm of the Forbidden One
- Morphing Jar
- Ceasefire
- Call Of The Haunted
- Fiber Jar

Semi-Limited Cards

- Nobleman of Crossout
- Backup Soldier

- Guardian Sphinx
- Morphing Jar #2

- Reinforcement of the Army
- Riryoku

VICTORY CONDITIONS

Duel outcomes are decided according to the following rules.

① Each player begins a Duel with 8000 Life Points (LP). Life Points are subtracted when either a player or Monster fails to defend against an opponent's attack. You win if you reduce your opponent's Life Points to 0. If your opponent reduces your Life Points to 0, you lose.

② If both players' Life Points reach 0 at the same time, the Duel is declared a draw.

③ If either player's Deck runs out of cards, the first player unable to draw a card loses the Duel.

④ If at any time during the Duel a player holds all 5 of the "Exodia Series" cards in his/her Hand, that player wins the Duel. If a player draws these 5 cards at the beginning of a Duel, that player is declared the winner immediately after the Duel begins.

⑤ If a player has the "Destiny Board" and all 4 "Spirit Messages" on his/her field, that player wins the Duel.
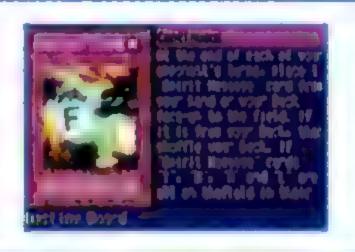
Exodia Series

- Right Leg of the Forbidden One
- Left Leg of the Forbidden One
- Right Arm of the Forbidden One
- Left Arm of the Forbidden One
- Exodia of the Forbidden One

Destiny Board

- Destiny Board
- Spirit Message "I"
- Spirit Message "N"
- Spirit Message "A"
- Spirit Message "L"

DUEL FLOW

In accordance with the game rules, Duels are conducted in the following order.

1 Deck Preparation

Organize your Deck before the start of the Duel. Make sure that your Deck contains at least 40 and not more than 60 cards.
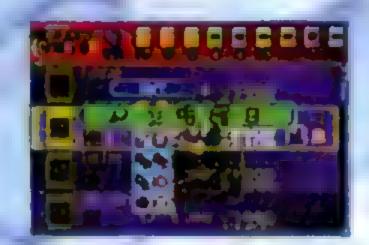
2 Set the Attack Order

Attack order is determined randomly in 1P games.
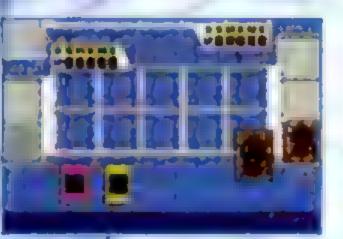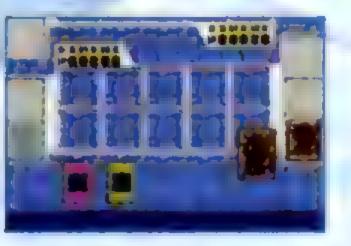
3 Draw a Hand

5 cards are automatically drawn from the top of the Deck. These 5 cards become your initial Hand at the start of the Duel.

4 Draw Phase

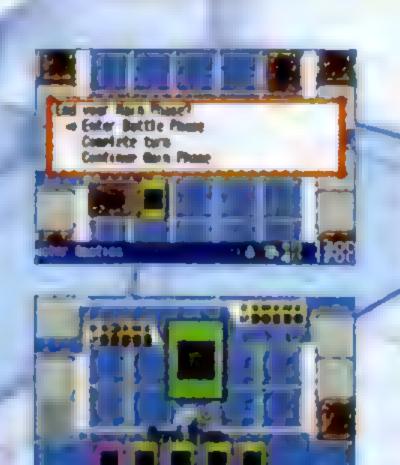One card is drawn automatically from your Deck and added to your Hand.

5 Standby Phase

Effects of some Monster and Spell/Trap Cards are activated during this phase. Follow the instructions on cards that require you to perform actions during this phase.

6 Main Phase 1

You may set or play Monster and Spell/Trap Cards during this phase. Each card must be placed in the appropriate place on the Duel Field. Each player can have only 5 Monster and Spell/Trap cards (not including Field Spell Cards) on the field at one time. If you have 5 cards on the field, you may not discard a card on the field and replace it with a new one. You must find a way to destroy the cards on the field before placing new ones.

▶ Monster Cards
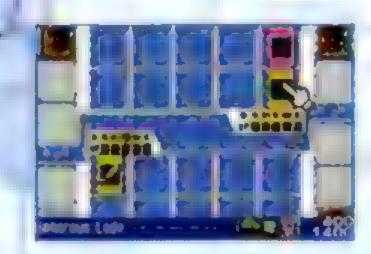
Summoning is the act of placing a Monster Card from your Hand without the use of spells or any other effects. When you summon a Monster, you must also indicate a position for the card. Position the card face-up vertically to indicate Attack position or face-down horizontally to indicate Defense position. During the turn in which a Monster is summoned, you may not change the position of the card, so think well before selecting a position. You may change the position of Monster Cards already on the field only once during this phase. Aside from some very special cases, once you change the position of a card, you may not change it again during the same turn. You can also activate the effects of Effect Monsters during this phase.

▶ Spell/Trap Cards

Spell Cards may be set either face-up or face-down. Trap Cards must be set face-down. You may activate the effects listed on the card by positioning the card face-up. Spell Card effects are usually activated when the card is positioned face-up and only last for one turn. After a card is activated, it is destroyed and sent to the Graveyard. Exceptions to this rule include Equip Spell Cards that strengthen Monsters, Field Spell Cards and Continuous Spell Cards. Trap Cards, if their effects are not continuous, are also destroyed after being activated. You may also perform Ritual Summons and Monster Fusions during the Main Phase.

7 Battle Phase

Each Monster that is face-up and in the Attack position on the field can be used once to attack your opponent. At the beginning of a Duel, the starting player may set cards on the field during his/her first turn, but cannot attack. The next player may attack during his/her first turn. You are not required to enter the Battle Phase. You may move directly from Main Phase to End Phase and end your turn.

▶ Monster Cards

You can have any number of Monsters on the field participate in an attack as long as they are in Attack position (change Monsters from Defense position to Attack position during the Main Phase before attacking). Attacking Monsters must target the opponent's Monsters if there are any on the field (players cannot normally be attacked directly if there are any Monsters on their duel field).

HOW TO DUEL

This section explains how to attack your opponent's Monsters. Upon entering the Battle Phase, you (the attacker) must select a Monster to execute an attack and designate one of your opponent's Monsters as the attack target. If there are no Monsters on your opponent's duel field, your Monsters will target your opponent directly. Each Monster can target either one of your opponent's Monsters or your opponent and can only attack once during that turn. After the first Monster attacks, you may order another Monster to attack. You may repeat these steps for all Monsters on your field in the Attack position, but you are not required to do so. You should decide when and which Monsters you order to attack based on the situation.

When you attack a Monster in the face-down position, the Monster Card is flipped face-up. If that Monster happens to be a Flip Effect Monster, the effect is activated as soon as the card is flipped. Once a Monster has attacked, it remains in the attack position. These Monsters are treated just as if they had been Normal Summoned in Attack position and cannot be changed to Defense position during Main Phase 2. Monsters destroyed in an attack or by the effects of a Spell/Trap Card are sent to the Graveyard.

▶ Spell/Trap Cards
You may use Spell/Trap Cards that have been set in the Spell/Trap Card Zone, but usually only the effects of Quick Play Spell Cards are activated. You can also play Trap Cards. Use the cards that best fit your situation. Spell/Trap Cards are sent to the Graveyard as they are used.

8 Main Phase 2

This phase begins at the end of the Battle Phase. As in Main Phase 1, you can perform Fusion and Ritual Summons as well as play Spell/Trap Cards. If you did not summon a Monster during Main Phase 1, you can also summon a Monster. You can change the position of Monsters if their positions were not changed in Main Phase 1 and if they did not participate in any attacks during the Battle Phase.

9 End Phase
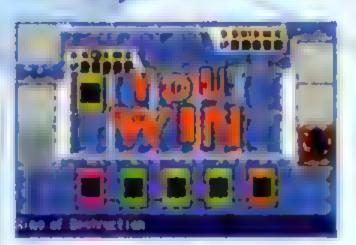
Announce the end of your turn during this phase. If you have more than 6 cards in your Hand at this point, you must select cards to send to the Graveyard until you have no more than 6 cards in your Hand. Your opponent's turn then begins.

10 Duel End

You and your opponent alternate turns beginning with the Draw Phase and continuing through the End Phase. The Duel ends when either you or your opponent meets the victory conditions.

PHASE FLOW

■ Phase Flow of the Entire Duel

The following figure illustrates the progression of duels.

- Create Main Deck
- Decide Starting Player
- Draw 5 Cards for Player Hand

Duel Start

Starting Player Turn

- **Draw Phase**
- **Standby Phase**
- **Main Phase 1**
- **Battle Phase**
- **Main Phase 2**
- **End Phase**

Battle Phase is skipped

[1] Start Step
[2] Battle Step
[3] Damage Step
[4] End Step

Next Player Turn

Victory Conditions Met

Duel End

■ Battle Phase Flow

The Battle Phase is made up of the following 4 steps.

START STEP	Enter the Battle Phase. Both players can use Quick-Play Spell and Trap Cards.

▼

BATTLE STEP	You select one monster to execute an attack and designate one of your opponent's monsters as the target. Both players can use Quick-Play Spell and Trap Cards.

▼

DAMAGE STEP	Attacks are executed and damages calculated. The Flip Effects of monsters are revealed at the end of this step. However, Flip Effects do not affect any monster that has already been destroyed as a result of the damage calculation.

▼

END STEP	You repeat the Battle and Damage Steps. When you can no longer take any actions, the battle is over. Both players can use Quick-Play Spell and Trap Cards.

RULES_02 CARD CLASSES

The cards used in this game can be separated into the following 3 categories: Monster, Spell and Trap. The usage and capabilities of each card vary widely.
Use the "Card View" icon during the game to view detailed information about a card.

LEVEL
Monster level. Spell/Trap Cards show Class icons (or).

TYPE
Monster Type and Class (Ritual, Effect, etc.). Spell/Trap Cards show Type and Effect (Equip, Continuous, etc.).

ATTRIBUTE
Monster Attribute icon. Spell/Trap Cards identify cards as either (Spell) or (Trap).

CARD ILLUSTRATION

CARD DESCRIPTION
Detailed description of the card. For example, Fusion Monster Cards will explain the Fusion Material, Effect Monsters and Spell/Trap Cards explain the details of the effect and how it's activated.

CARD NAME

ATTACK/DEFENSE
ATTACK and DEFENSE strengths of monsters.

MONSTER CARDS

Monster Cards are the basic cards used to attack an opponent.

Monster Cards are categorized by Type and Attribute. There are 20 different Types and 6 different Attributes. The difference between Type and Attribute influences how the effects of Spell Cards affect the monster. Level (stars) indicates the overall strength of the monster.

TYPE

DRAGON	BEAST	DINOSAUR	THUNDER
SPELLCASTER	WINGED-BEAST	REPTILE	AQUA
ZOMBIE	FIEND	FISH	PYRO
WARRIOR	FAIRY	SEA SERPENT	ROCK
BEAST-WARRIOR	INSECT	MACHINE	PLANT

ATTRIBUTE

EARTH	WIND
WATER	LIGHT
FIRE	DARK

There are several different Classes of Monster Card. Both "Fusion Monster Cards" and "Ritual Monster Cards" must be summoned in a special way and "Effect Monster Cards" have unique effects.

Normal Monster Cards

One Normal Monster can be summoned during the Main Phase each turn. Level 5 or higher monsters can only be summoned by offering either 1 or 2 other monsters as tributes.

Card color is
DARK-YELLOW

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Fusion Monster Cards

Fusion Monster Cards are special cards that are summoned with 2 or more Fusion-Material Monsters and the Spell Card "Polymerization". The basic abilities of Fusion Monster Cards are no different from those of Normal Monster Cards, but the method used to summon them to the field is different.

Since Fusion Monsters are summoned with a Special Summon, you can use a Normal Summon (or Tribute Summon) to summon another monster during the same turn. Also, when these cards are forced to return to your Main Deck as a result of a Monster Effect, they are returned to the Fusion Deck and not your Hand.

Card color is
BLUE-VIOLET

Ritual Monster Cards

Ritual Monster Cards are special cards that can only be summoned with the Ritual Spell Card for a particular Ritual Monster, and enough Monsters for tribute to satisfy a fixed set of conditions. The basic abilities of Ritual Monsters are no different from those of Normal Monsters, but the method used to summon them to the field is different. Read the fixed set of conditions and then follow the instructions outlined on the each card.

Card color is
BLUE

Like Fusion Monsters, since Ritual Monsters are summoned with a Special Summon, you can summon another monster during the same turn with a Normal Summon.

Effect Monster Cards

Effect Monster Cards are Monster Cards that have special effects. They are summoned just like Normal Monster Cards. The effects can be broken down into the 5 main categories, but the effects vary widely depending on the card. For details, view the detailed information on each card.

Card color is ORANGE

▶ Flip Effects

The monster's effect is activated when the card is flipped from face-down to face-up. The effect is also activated if the card is flipped in response to an attack or the effects of a spell.

▶ Continuous Effect

This type of effect remains active for as long as the card is face-up on the field. The effect stops as soon as the card is changed from face-up to face-down.

▶ Cost Effect

This type of effect is activated by discarding your Hand or by paying Life Points (LP). Associated costs vary with each card.

▶ Trigger Effect

This type of effect is activated when direct damage is inflicted on your opponent or when some other specific requirement indicated on the card is satisfied.

▶ Multi-Trigger Effect

This type of effect can be activated during an opponent's turn. Discarding the card from your hand during the Battle Phase activates the effect. "Kuriboh" is an example of this type of card.

SPELL CARDS

There are many different types of Spell Cards. With the exception of Quick-Play Spell Cards, you can only use Spell Cards during the Main Phase of your own turn.

* There are exceptions to the rule; "Curse of Fiend" can be used during the Standby Phase.

Card color is
GREEN

Normal Spells

As long as the card does not have a "Continuous Icon", it is destroyed immediately after it is activated. "Raigeki" is one example of a powerful Spell Card, but there are many other powerful cards.

* There are exceptions to the rule: "Lightforce Sword" remains on the field for 3 turns.

Equip Spells

Use these Spell Cards to equip Monsters. They remain on the field until the Monster equipped by the card is destroyed. When the Monster is destroyed, the Equip Spell Card is also destroyed. You can equip a Monster with more than one Equip Spell Card.

Field Spells

These cards are used to change the terrain of field. The field terrain affects the abilities of the monsters on the field, altering their ATK(Attack) and DEF (Defense) strengths.

Quick-Play Spells

These special Spell cards can be played during any phase. As long as the card has been set on the field, you can even activate it during an opponent's turn.

Polymerization

This card is required to summon Fusion Monsters.

Ritual Spells

These cards are required to summon Ritual Monsters. Each card can only be used to summon the monster indicated on the card.

TRAP CARDS

Once set on the field, these cards can be activated at any time after the start of your opponent's next turn.

Normal Traps

As long as the card does not have a "Continuous Icon", it is destroyed immediately after it is activated. It cannot be played during the same turn in which it was set.

Counter Traps

This type of trap is activated as a counter move to an opponent's summon or spell and cancels out the effect of the summon or spell.

Card color is
PURPLE

DUEL RULES

DETERMINING DAMAGE

The following rules are used to determine the amount of damage inflicted on a monster during a duel.

◼ Your Opponent's Monster is in Attack Position

When you attack a monster that is in Attack Position, damage is determined by comparing the ATK (Attack) Points of both monsters.

Your ATK Points > Opponent's ATK Points

When the ATK Points of your monster are greater than those of the monster you're attacking, the monster you're attacking is destroyed. The difference in ATK Points is subtracted from your opponent's Life Points.

Your ATK Points = Opponent's ATK Points

When the ATK Points of your monster are equal to those of the monster you're attacking, both monsters are destroyed. There is no effect on the Life Points of you or your opponent.

Your ATK Points < Opponent's ATK Points

When the ATK Points of your monster are less than those of the monster you're attacking, your monster is destroyed. The difference in ATK Points is subtracted from your Life Points.

■ Your Opponent's Monster is in Defense Position

When you attack a monster that is in Defense Position, damage is determined by comparing the ATK Points of your monster and the DEF (Defense) Points of the monster being attacked.

Your ATK Points > Opponent's DEF Points

When the ATK Points of your monster are greater than the DEF Points of the monster you're attacking, the monster you're attacking is destroyed. There is no effect on the Life Points of you or your opponent.

Your ATK Points = Opponent's DEF Points

When the ATK Points of your monster are equal to the DEF Points of the monster you're attacking, neither monster is affected. There is no effect on the Life Points of you or your opponent.

Your ATK Points < Opponent's DEF Points

When the ATK Points of your monster are less than the DEF Points of the monster you're attacking, neither monster is affected. However, the difference between the ATK and DEF Points is subtracted from your Life Points.

■ Opponent Has No Monsters

When your opponent has no monsters in the Monster Card Zone, your monster attacks your opponent directly. The ATK Points of your attacking monster are subtracted from the Life Points of your opponent.

SUMMONING MONSTERS

You can summon monsters in 3 different ways: Normal Summon, in which the monster is summoned in Attack position, Flip Summon, in which a monster in face-down Defense position is flipped face-up to Attack position, and Special Summon, in which the monster is summoned with the effects of a Spell/Trap Card. High-level monsters are summoned in accordance with the Tribute or Special Summon rules.

◼ Tribute Summon

In order to summon a monster that is level 5 or higher, you must offer (send to the Graveyard) one or more monsters on the field. This is referred to as a Tribute Summon.

Level 5 or 6 monsters require offering 1 monster as tribute. Level 7 or higher monsters require offering 2 monsters.

A Tribute Summon is treated just like a Normal Summon, so you cannot use a Tribute Summon if you have already summoned a monster to the field during a turn. You do not need to offer any monsters to bring back a level 5 or higher monster with "Monster Reborn".
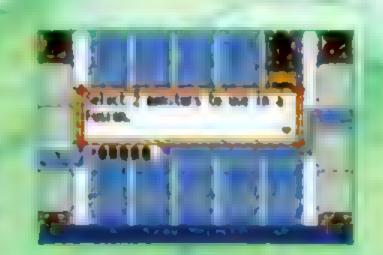
◼ Special Summon

Special Summon refers to the summoning of monsters with Spell Cards like "Monster Reborn", Ritual Cards or Fusions with the "Polymerization" Card, as well as with Effect Monsters.

As long as you meet the fixed conditions for a specific monster, you can use Special Summon as many times as you want during the same turn. A Special Summon isn't treated the same way as a Normal Summon, so you can also use a Normal Summon (or Tribute Summon) during the same turn.

▶ Fusion

The Fusion rule allows you to summon a monster using 2 or more of your Monster Cards and the Spell Card "Polymerization". Fusion is successful if 2 or more of the required Fusion-Material monsters are on the field or in your hand when you use "Polymerization". The monsters required as fusion material are listed on each of the Fusion Monster Cards.

Fusion monsters come from the Fusion Deck, go to the Graveyard when destroyed and return to the Fusion Deck if returned to your hand. Since Fusion monsters are summoned with a Special Summon, traps like "Trap Hole" have no effect on them.
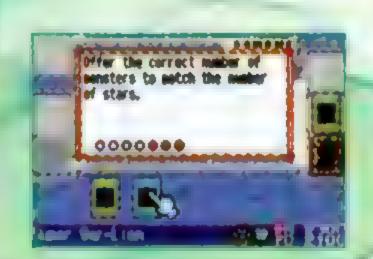
The following steps outline how to perform Fusion.

- With the Fusion-Material monsters A and B either on the field or in your hand, play the Spell Card "Polymerization" in the Spell & Trap Card Zone.
- The Fusion Monster C, created from the Fusion-Material monsters A and B, is placed in the Monster Card Zone from the Fusion Deck. The Fusion Deck, which consists of only Fusion Monsters, is separate from the Main Deck and is placed in the Fusion Deck Zone on the field.
- The monsters that were used in the fusion and the Spell Card "Polymerization" are all sent to the Graveyard.

▶ Rituals

Unlike the Normal Summon used to summon Normal Monsters, Ritual Monster Cards are summoned with a special process.

To summon a Ritual Monster you will need the designated Ritual Spell Card for that monster and monsters to offer. The sum of the stars (level) on the Monster Cards you offer for tribute must equal the number of stars on the Ritual Monster Card.

Since Ritual monsters are summoned with a Special Summon, traps like "Trap Hole" have no effect on them. The following steps outline how to perform a Ritual Summon using "Dokurorider" (Level 6) as the example.

❶ With the "Dokurorider" card in your hand and enough monsters for tribute on the field or in your hand to meet the 6 stars sum (see above), play the "Revival of Dokurorider" Spell Card in the Spell & Trap Zone on the field.

❷ Sacrifice as many monsters on the field or in your hand as needed to reach a sum of 6 or more stars.

❸ The "Revival of Dokurorider" card and the monsters you offered are all sent to the Graveyard and the "Dokurorider" is placed on the field.
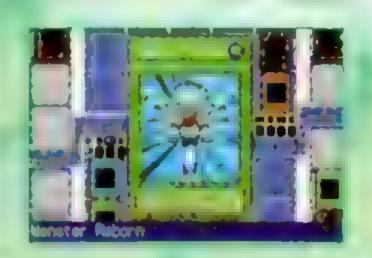
Selecting Monsters for Ritual Tributes

Note: You cannot select a level 1 and then a level 6 monster when selecting monsters to offer for a level 6 Ritual Monster. For the second monster being offered, you cannot offer a monster that already has enough stars to meet the requirements.

▶ Special Summon from the Graveyard

Monsters in the Graveyard can be brought back to the field using the effects of Spell Cards like "Monster Reborn" and "Premature Burial". Since these monsters are summoned with a Special Summon, traps like "Trap Hole" have no effect on them. Fusion and Ritual Monsters that were sent directly from your hand or your Main Deck to the Graveyard cannot be summoned with the types of Spell Cards mentioned above. However, this does not apply to Fusion and Ritual monsters that were properly summoned to the field before being sent to the Graveyard after an attack or through some spell effect. They can be brought back with a card like "Monster Reborn".

SPELL AND EFFECT MONSTERS
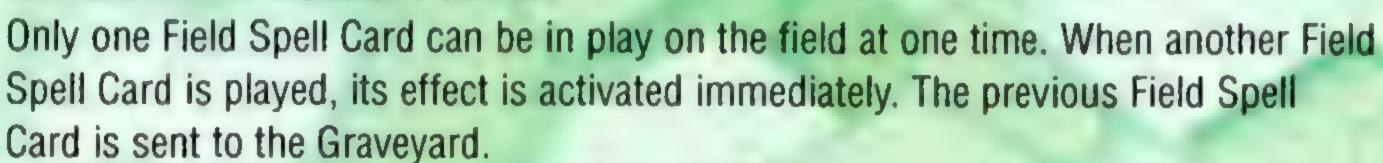
Equip Spell Cards

Equip Spell Cards, which make monsters stronger, can only be used with the monster designated on the card. The cards can only be used when the monster is in face-up Attack position. The card remains on the field after use, but if the monster equipped by the card is destroyed, the Equip Spell Card is sent to the Graveyard.
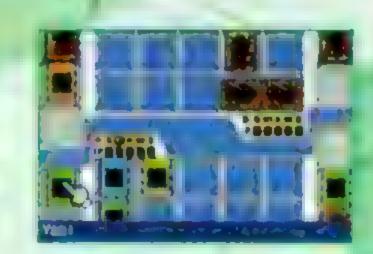
Move the cursor over the Equip Spell Card(s) or the Monster Card being equipped to display the equipment for that monster.

Field Spell Cards

These cards are used to change the terrain of the field. Depending on the type and attribute of a Monster, the new terrain may put the Monster at an advantage or at a disadvantage. If the new terrain is advantageous to a Monster, you will notice an increase in the Monster's abilities; if it is disadvantageous, you will notice a decrease in the Monster's abilities.

Only one Field Spell Card can be in play on the field at one time. When another Field Spell Card is played, its effect is activated immediately. The previous Field Spell Card is sent to the Graveyard.

Flip Effect Monster Cards

Effect Monsters are monsters that have spell-like effects. There are various types of effects, but the "Flip Effect Monster Cards" can only be activated in certain conditions.

The effects of a Flip Effect Monster are activated when a card placed face-down on the field is flipped face-up through some indirect action. For instance, a monster is flipped when attacked or as a result of a spell, trap or some other effect (flip effects would be activated with a card like "Swords of Revealing Light", but not with "Raigeki" since the Monster Card is destroyed without being flipped over).

You can also activate Flip Effects in the following way:

1. Set the Flip Effect Monster on the field in face-down Defense position.
2. Since you can't change the position of a card in the same turn you summoned it, perform a Flip Summon during your next turn to activate the effect.

CARD DESTINATIONS

Battles and the effects of spells or traps send cards to various destinations during a duel. The card type and the duel event influence the final destination where the card is sent.

Monster Cards

Monster Cards destroyed in battle are sent to the Graveyard. When sent to your hand or Main Deck, Monster Cards are returned to your hand or Main Deck respectively. When Fusion Monster Cards are sent to your hand, they are returned to the Fusion Deck and not your hand.

▶ Eliminated from the Duel

When the effects of spell or Trap Cards eliminate a Monster Card from a duel, the card is sent to the Eliminated Card Zone and can no longer be used in the duel.

▶ Controlled by Opponent

If your opponent takes control of one of your Monster Cards with "Monster Reborn" or "Change of Heart" and it is destroyed, the card is sent to your Graveyard. If the card is sent to your hand or Main Deck, it is returned to your hand or Main Deck respectively.

Spell/Trap Cards

If the card is not a continuous card, it is sent to the Graveyard after its effect is activated. If the card is destroyed through the effects of a Spell or Trap Card, it is sent to the Graveyard. If the card is sent to your hand, it is returned to your hand. If eliminated from the duel, it is sent to the Eliminated Card Zone.

INTRODUCTION TO CHAINS

It can be very difficult to determine the outcome of a complicated battle when several Spell or Trap Cards are played. The Chain rule was developed to make it easier to determine the outcomes of such battles.

■ Chain Play

Let's assume that Duelist 1 plays a Spell Card. That spell is placed in a BLOCK called CHAIN 1. If Duelist 2 plays a Spell or Trap Card in response to the initial Spell card, it is then placed in the CHAIN 2 BLOCK. As the Duelists respond to the other's plays, the BLOCKS are stacked on top of one another. When both Duelists are unable to play any further cards, the effects of the Spell and Trap Cards are sorted out beginning with the top BLOCK or the final CHAIN.

Here's how it would work in an actual game.

❶ Your opponent plays a Spell Card. This becomes "CHAIN 1" and is placed in BLOCK 1.

❷ If you have a card that can be played in response to your opponent's Spell Card, the message "Resolve it as part of a chain?" is displayed on the screen. Select "YES" to start a CHAIN and play your card. This card becomes "CHAIN 2" and is placed in BLOCK 2. The CHAIN is displayed on the screen so that both you and your opponent can see the cards in the CHAIN.

③ Both you and your opponent continue to play in response to each other's cards until neither of you is able to continue. The effects of the Spell and Trap Cards are then processed starting with the last card played.

◨ Chain Structure

Blocks are stacked in the order in which the effects are activated. The game processes the effects of the cards starting with those from the last card played.
Chains are comprised of BLOCKS like those shown in the figure below.

Stacked in the order effects are activated ▶

Processed from latest effect ▶

CHAIN 4
Counter Trap used against CHAIN 3.

CHAIN 3
Counter Trap used against CHAIN 2.

CHAIN 2
Quick-Play Spell or Trap used against CHAIN 1.

CHAIN 1
Effect from initial Spell, Normal Trap or Effect Monster.

SPELL, TRAP AND EFFECT SPEEDS

Spell, Trap and Effect Monster Cards all have speed settings. To create or continue a Chain, the card must have a speed setting greater than the previous card played.

Spell Speed 1

Spell Speed 1 cards are the slowest. These cards can never be played in BLOCK 2 of a chain. They are the only cards that cannot be played in response to a Spell, Trap or Effect Monster Card of the same speed.

Spell Speed 1 Cards

- Normal Spells
- Equip Spells
- Field Spells
- Effect Monster (Continuous, Cost, Trigger, Flip)

Spell Speed 2

Spell Speed 2 cards can be played in response to Spell Speed 1 and 2 cards.

Spell Speed 2 Cards

- Quick-Play Spells
- Normal Trap
- Effects Monster (Trigger, Multi-Trigger)

Spell Speed 3

Spell Speed 3 cards can be played in response to cards of any spell speed. The only cards that can be played in response to these cards are other Spell Speed 3 cards.

Spell Speed 3 Cards

- Counter Trap

Blocks in a chain can be stacked as long as the duelists can play cards with the necessary spell speed.

Chain Exceptions

Two copies of the following cards cannot be stacked together in a chain since their effects would loop endlessly.

Cards that Cannot be Stacked in Chains

- Forced Requisition
- Jam Defender
- Appropriate

CHAIN EXAMPLE

Let's take a look at how the outcome of an actual chain is determined.

◼ Chain Stacking and Processing

Duelist A tries to destroy all his opponent's monsters on the field by playing "Raigeki". In response, Duelist B plays "Anti Raigeki". Duelist A then counters by playing "Seven Tools of the Bandit". The end result of this chain is that all of Duelist B's monsters on the field are destroyed. Here's why. The effect of "Seven Tools of the Bandit" nullifies the effects of "Anti Raigeki". Since "Anti Raigeki" was never activated, "Raigeki" is activated thus destroying all of Duelist B's monsters on the field.

Attempt to stop "Anti Raigeki" from activating.	**CHAIN 3** SEVEN TOOLS OF THE BANDIT	Neutralizes effects of "Anti Raigeki".
Try to turn back effect of "Raigeki" on Duelist A.	**CHAIN 2** ANTI RAIGEKI	Effects are neutralized, so no effect.
Try to destroy all of Duelist B's monsters on the field.	**CHAIN 1** RAIGEKI	Destroys all Duelist B's monsters on the field.

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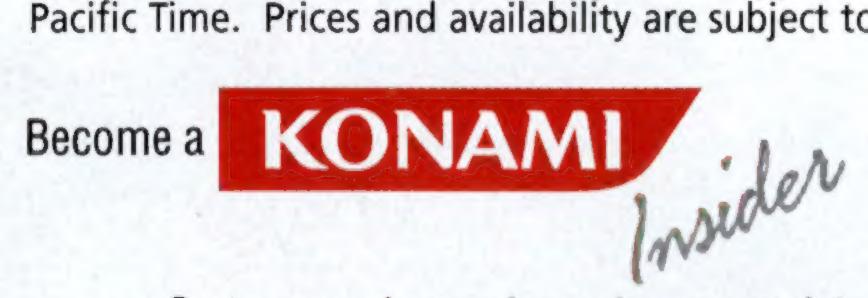
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